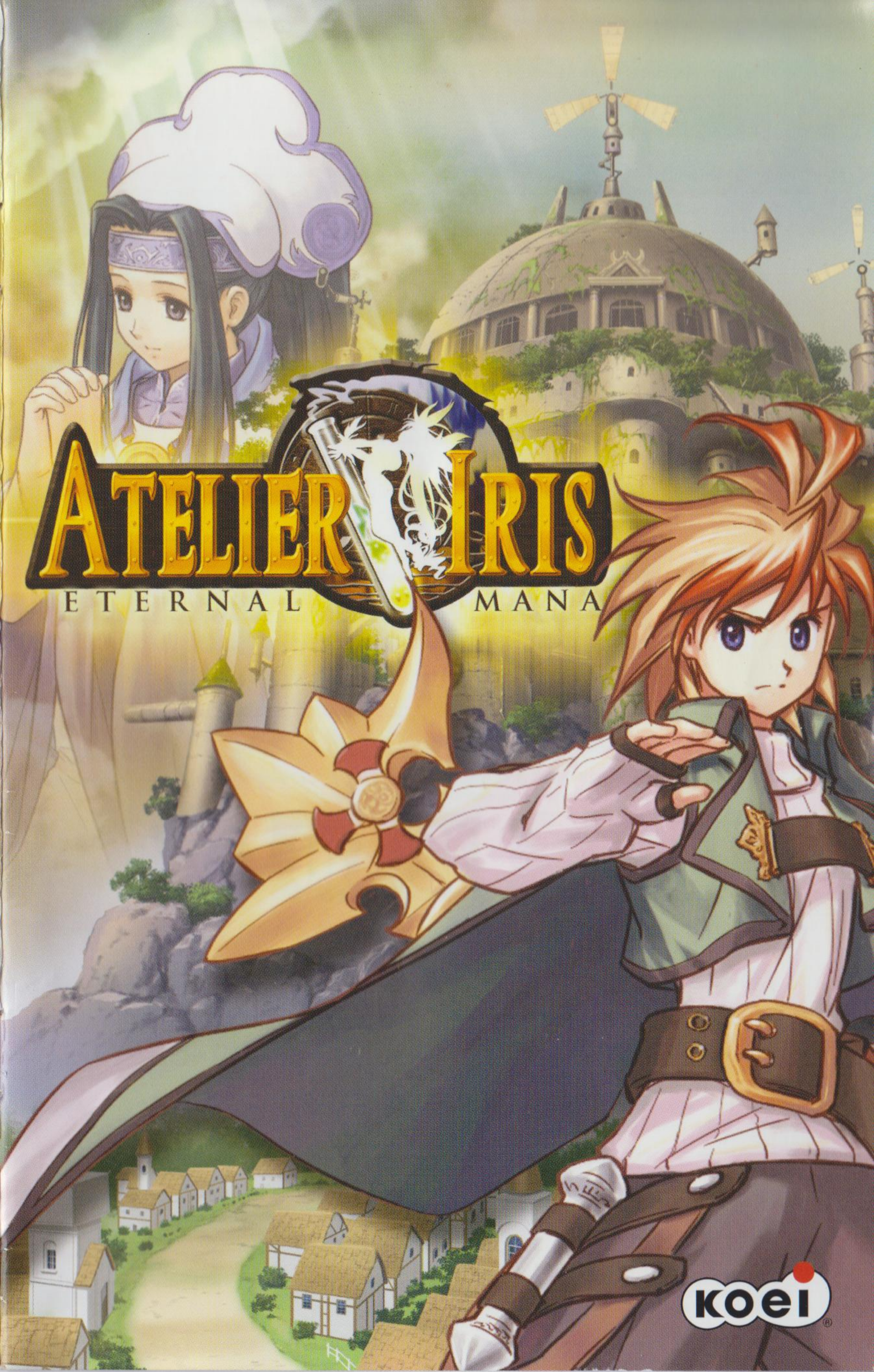




ATELIER IRIS

ETERNAL MANA

koei®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

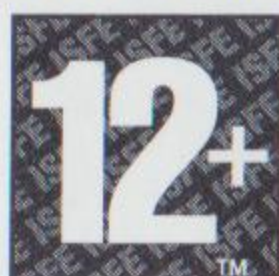
PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-53764

1 Player • Memory Card (8MB) (for PlayStation®2) : 350KB minimum • Analog Control Compatible: analog sticks only

Atelier Iris: Eternal Mana © 2004-2006 Gust Co., Ltd. All rights reserved. Licensed to and published by KOEI Co., Ltd.

Library programs © 1997-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited.

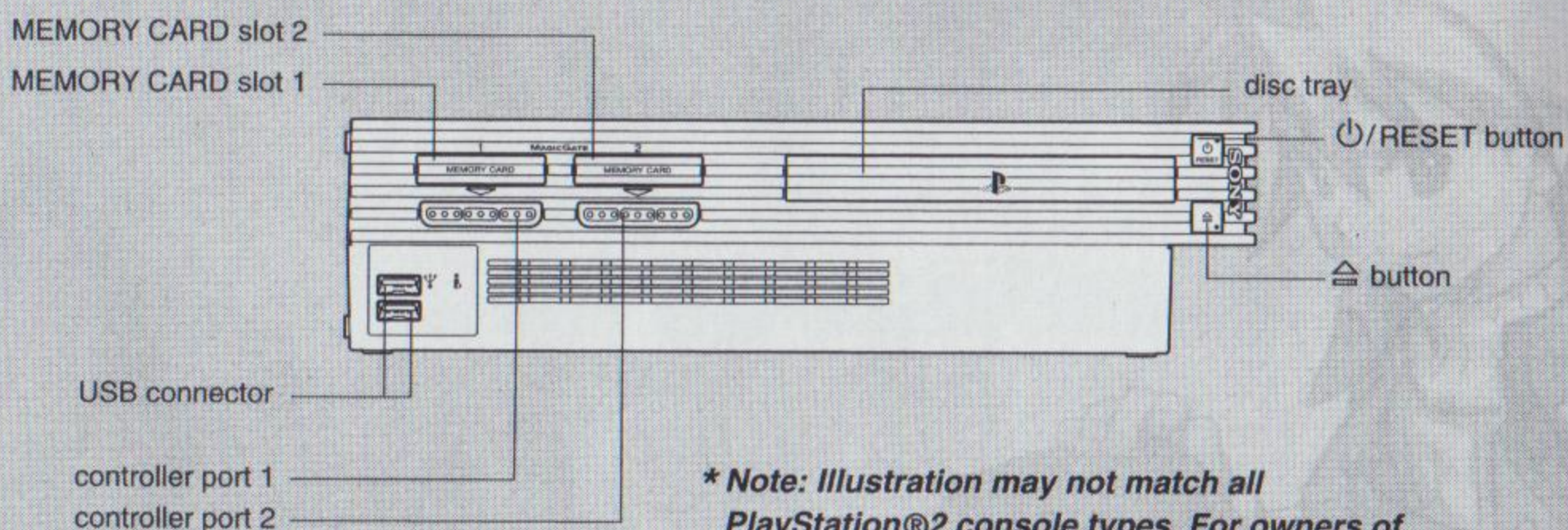
The world of Regallzine, the land of Mana, is comprised of three continents surrounded by a vast sea. Long ago, the Esviore region had been under the rule of King Slaith. However, the mighty Slaith dynasty vanished and men thrived under the protection of the Mana spirits. Atelier Iris: Eternal Mana takes you to the world of Regallzine, a land inhabited by humans, Mana spirits, and vicious monsters. With help of the Mana, a selected few can harness the power of alchemy to create magical items. However, the once respected knowledge of alchemy had been lost over the years, and has nearly died out. As Klein, the main character, it is your goal to learn the lost arts of alchemy. Others will join Klein on their quest to discover how alchemy is intertwined with their lives. Klein's journey of self-discovery soon throws him and his ragtag band of adventurers into battle against evil to protect the world of Regallzine.

Atelier Iris: Eternal Mana

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Getting started



*** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the button and the disc tray will open. Place the **Atelier Iris: Eternal Mana** disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

NOTE: It is advised that you do not insert or remove accessories once the power is on.

Memory Card (8MB)(for PlayStation®2)

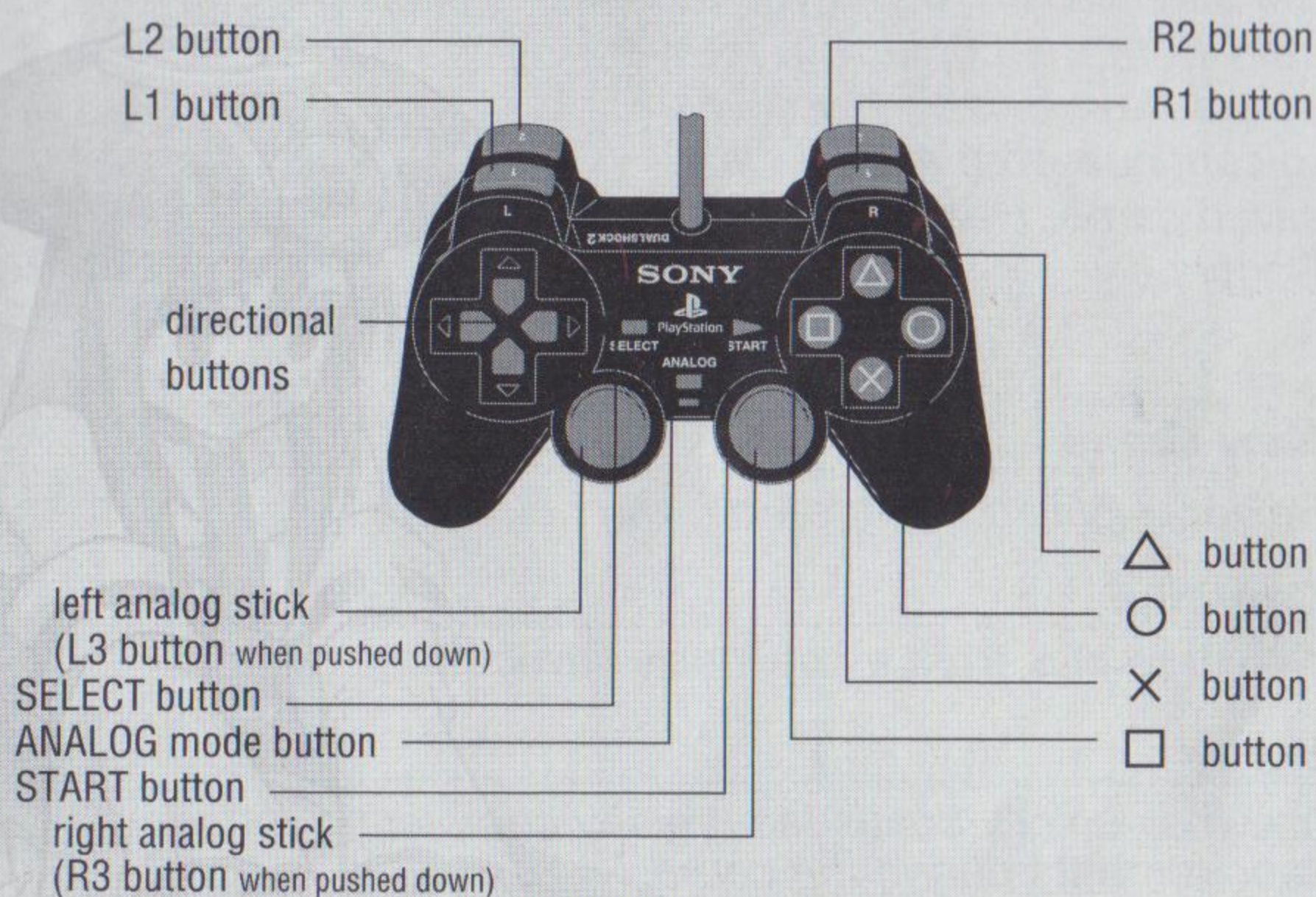
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games.

NOTE: Before play, select your preferred language from the console's system configuration menu.



Starting up

Analog Controller (DUALSHOCK®2)



Starting Up

3

	Field Map	World Map
Directional Buttons & Left Analog Stick	Move Character	Move Character
× button	Talk, Search	Confirm
△ button	Open command menu	Open command menu
□ button	Action	Action
○ button	Jump	N/A
L1 button	Rotate action command (Counter clock wise)	Rotate action command (Counter clock wise)
R1 button	Rotate action command (Clock wise)	Rotate action command (Clock wise)

Battle Scene	
Directional Buttons & Left Analog Stick	Move Cursor
× button	Confirm
△ button	N/A
□ button	N/A
○ button	Cancel

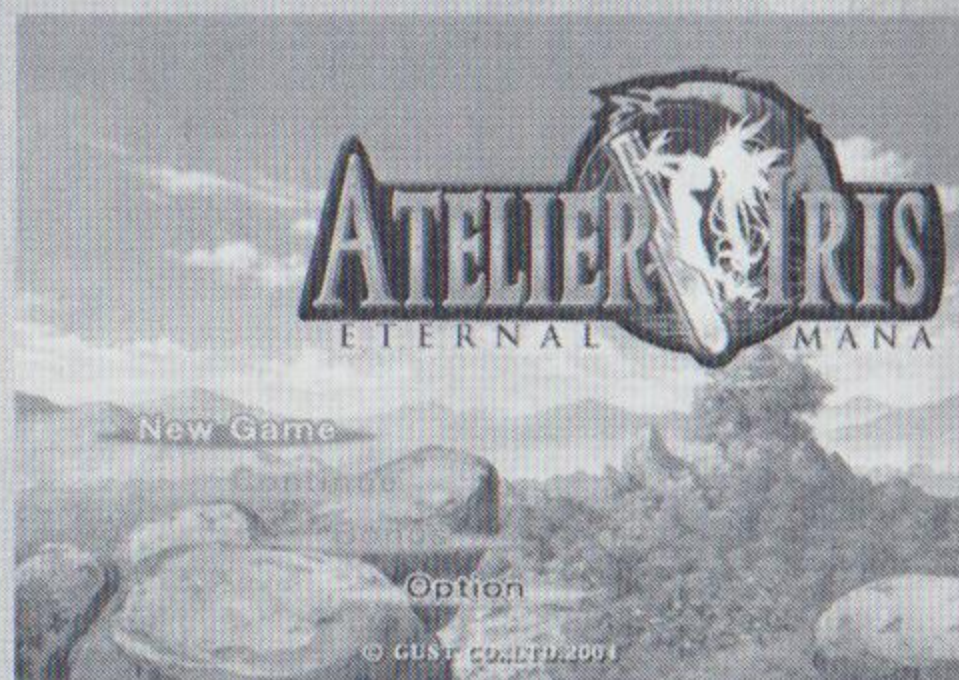
Command Menu View	
Directional Buttons & Left Analog Stick	Move Cursor
× button	Confirm
△ button	N/A
□ button	N/A
○ button	Cancel
L1 button	Forward page
R1 button	Back page

*This game does not support the vibration function.



Starting the game

When you turn on the the console and insert the Atelier Iris disc, you will be taken to the title screen. If you wish to start from the beginning, please select New Game. If you wish to continue from a previously saved game, please select Continue.



New Game

Select to play the game from the beginning.

Continue

Select to play from a previously saved game.

Bonus

You may unlock bonus features by completing various requirements during the game.

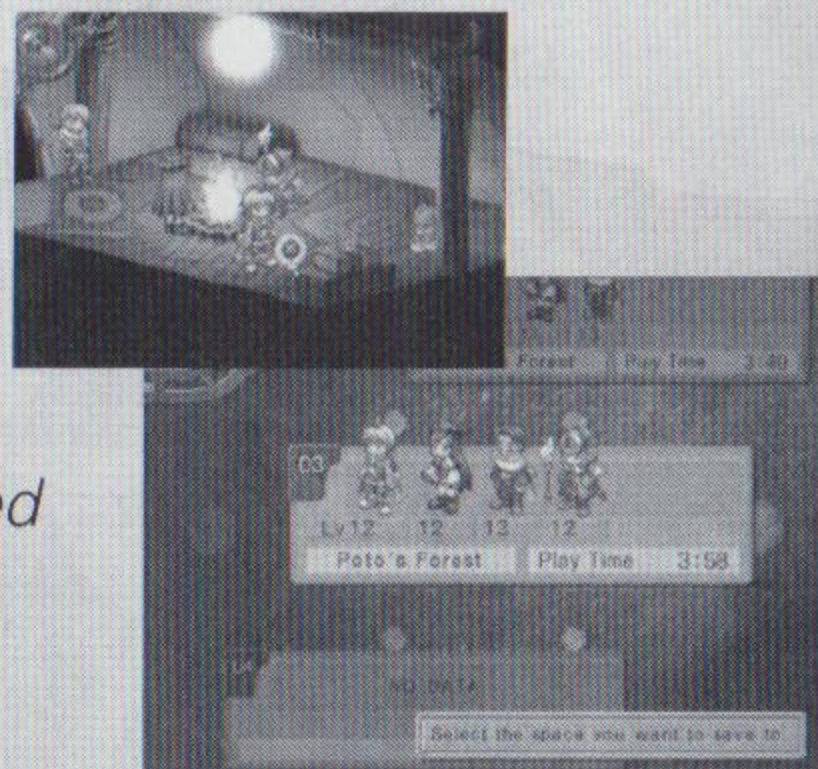
Options

Adjust game settings. You can access the options menu from the title menu or from the command menu within the game.

- Dialogue speed:** Adjust the dialogue text speed.
- Dialogue sound:** Turn the dialogue sound on or off.
- Music:** Adjust the music volume.
- Sound:** Adjust the sound volume.
- Language:** Choose between English and Japanese

Saving your progress

By pressing the X button at the game diary, a menu will appear and select Save. Please make sure you have a memory card (8MB)(for PlayStation®2) with at least 350KB of free space inserted into MEMORY CARD slot 1. Select the space where you wish to save.



*memory card (8MB)(for PlayStation®2) is required.

*Do not do the following while saving. It may result in loss of data.

- Turn off the main power.
- Press the /RESET button.
- Remove the memory card (8MB)(for PlayStation®2).



Setting Up Dolby Surround Sound

Setting Up Dolby Surround Sound

This game is presented in Dolby® Pro Logic® II surround sound with Dolby® Digital cinematics.

Connect your PlayStation®2 to a sound system with Dolby® Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the console settings when using a digital optical cable. Your sound system will automatically detect Dolby® Digital during select movie scenes and Dolby® Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.

You may need to enable Dolby® Digital and / or Dolby® Pro Logic® II in the audio options menu of the game. The audio from the analogue stereo cables of the PlayStation®2 may be disabled during Dolby® Digital.

5



Lita Blanchimont

Lita is an energetic, bright, cheerful, and outgoing girl. She is a well known fighter who works as a monster hunter in the city of Kavoc. Her encounter with Klein destines her to the fate of the very world.

Norn

Norn is a young, little cat girl working for the great wizard, Zeldalia.





World map

World map

Transportation between towns and dungeons will be done on the world map view. Occasionally you will encounter monsters to battle.

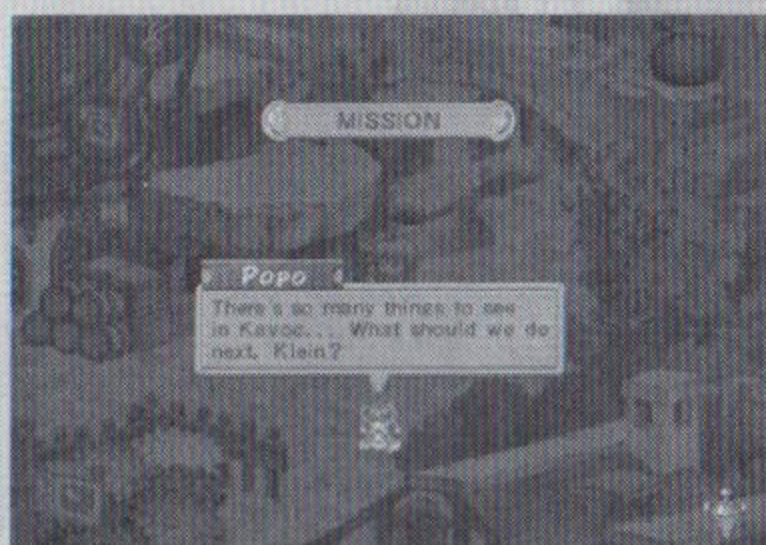
Town/Dungeon

Enter towns and dungeons by pressing the X button.

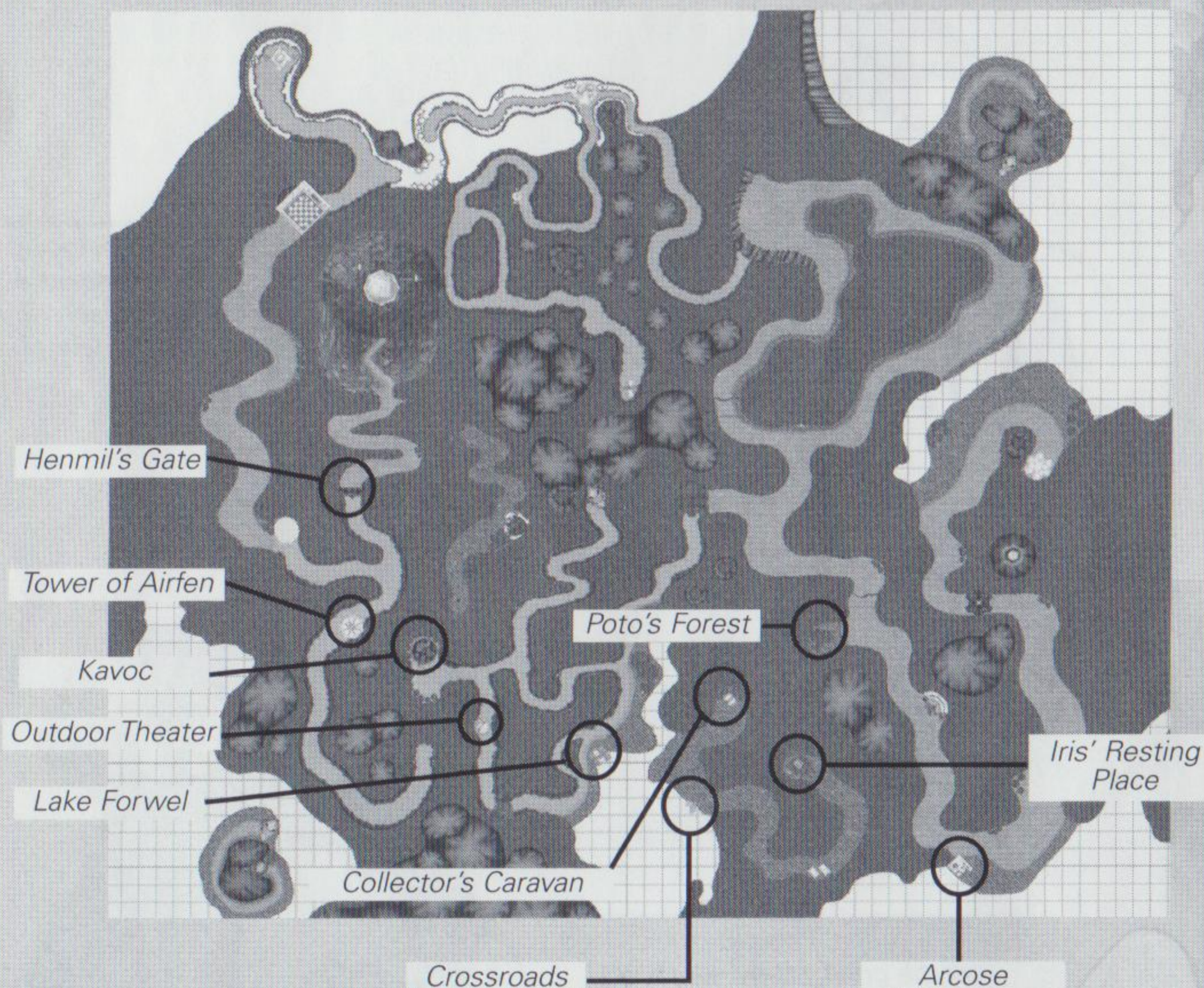
Mission Check

Select the mission check icon within the action dial to review your mission objectives.

*You will be able to check the mission on the field map.



World Map A



*There are many other places that are not pointed out here. You need to unlock the places as you continue the game.



Field map

All towns and dungeons are displayed as the field map view. You can talk to people, buy/sell items, or simply roam around. You will not encounter monsters within towns. However, you can encounter monsters in dungeons.

Talk/Search

Talk to people or search an object by approaching your target and pressing the **X** button.



Dash

You may run by moving the left analog stick or pressing the directional button.



Action

By pressing the **□** button, Klein is able to use various action moves. To change the action move you wish to use, press the **L1** button or the **R1** button to rotate the action dial.

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Element Extraction

Press the **□** button for Element Extraction. You can extract the elements that comprise an object for synthesis.



Destruction Blast

Press the **□** button to fire a Destruction Blast. Firing the Destruction Blast will destroy an object in front of you.



Transform

Press the **□** button to transform into a mystical beast. You will be able to go to places you couldn't access in your human form.



Flight

Press the **□** button to fly in the air. Press the **□** button again during flight to land.



Stone Mana

Press the **□** button to summon Diemia the Stone Mana. Use the Stone Mana to go to places you cannot reach by jumping.



*There are more action commands in the game.



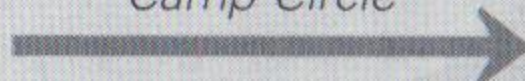
Camp circle

By pressing the X button at the camp circle within the field map, you can enter your tent. Inside the tent, you can prepare for your next battle or save your game progress by accessing the game diary.

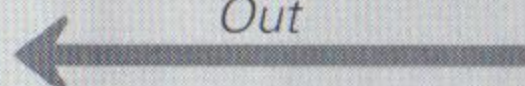
Stand on top of the glowing circle and press the X button to enter.



Press the X button on the
Camp Circle

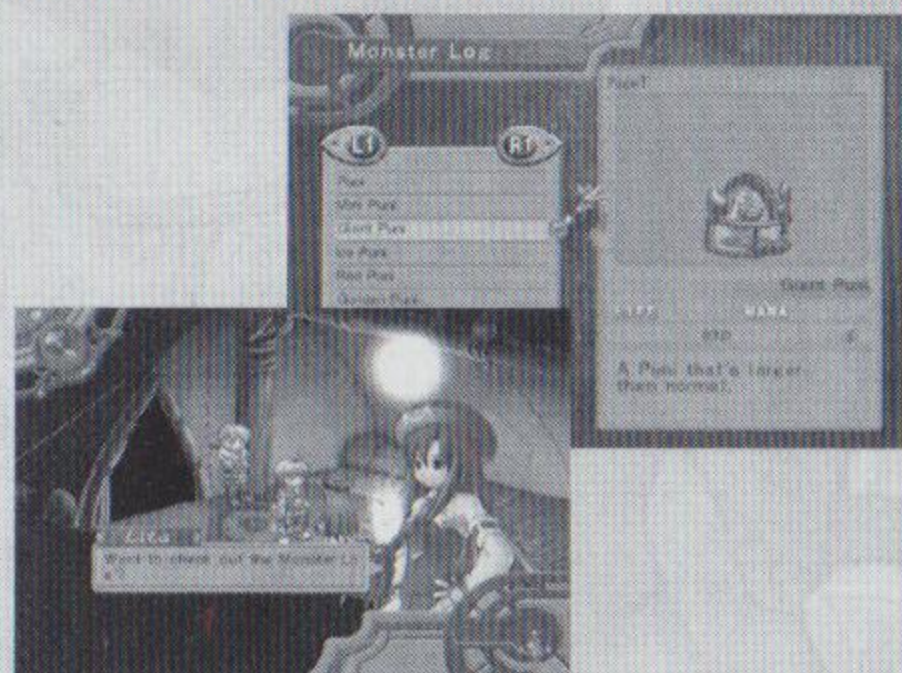


Out



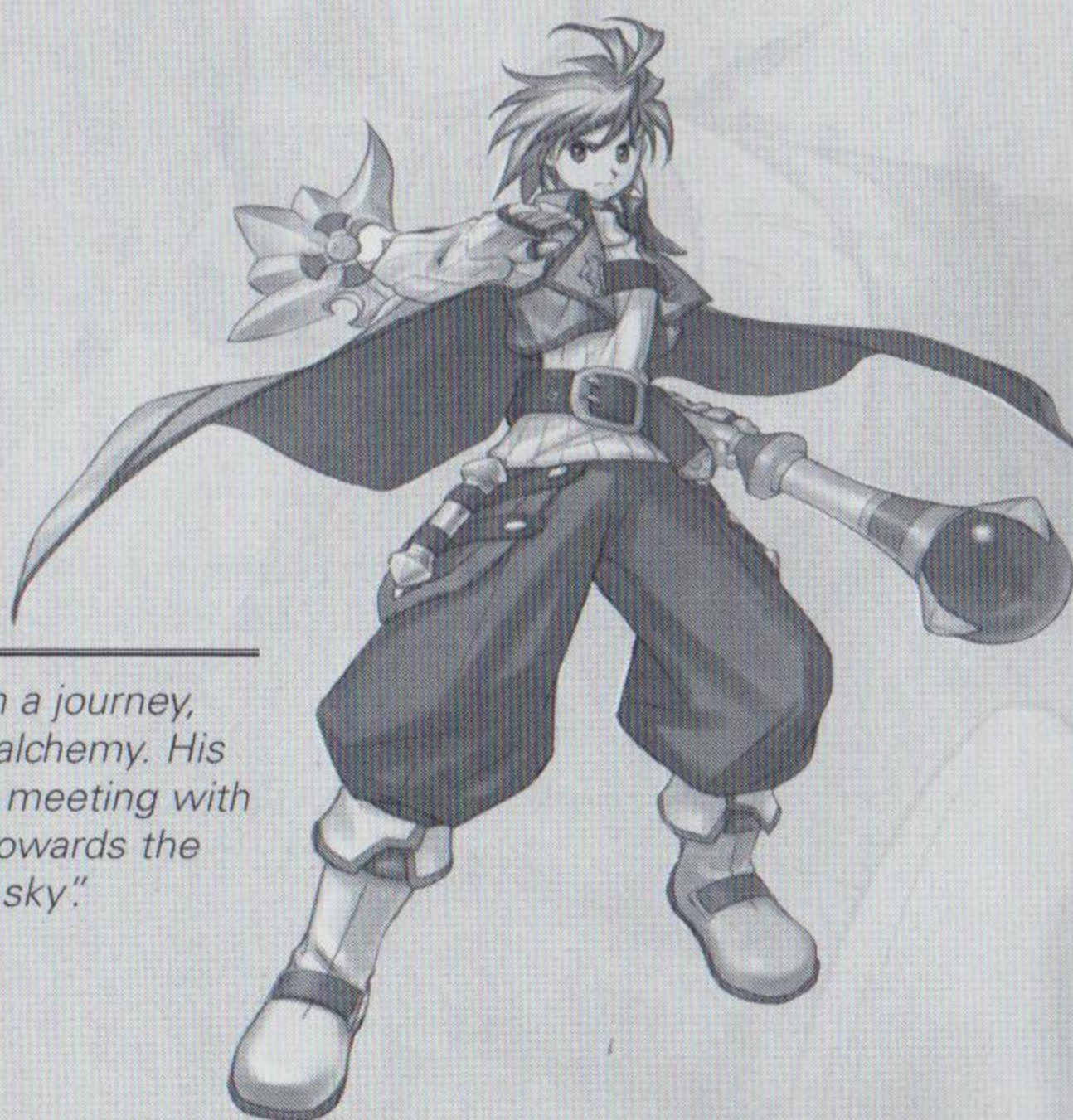
Monster List & Item List

During the game Klein will receive a monster list and an item list. The list will keep track of the monsters you meet and items you find during the game. To access the list, talk to Lita or Norn at your main base or camp circle.



Klein Kiesling

Klein is a young alchemist on a journey, seeking to master the arts of alchemy. His encounter with Lita becomes a meeting with destiny. Fate leads the two towards the legendary, "city in the sky".





Shop

There are many different shops at cities and towns. You can visit them to buy/sell items, take a rest, or synthesize new items.



Buy

Select the item you wish to purchase and confirm the transaction. Press the L1 or R1 button to change the item view list.

Sell

Select the item you wish to sell and confirm your transaction.

Synthesis

At the shop, you can synthesize items and add them to the shop menu. (Please refer to "About Shop Synthesis," pg11)

Shop Reputation

You can check the store reputation by selecting this menu. Store reputation depends on the quality of the items you make. (Something awesome may occur if you increase the store reputation.)

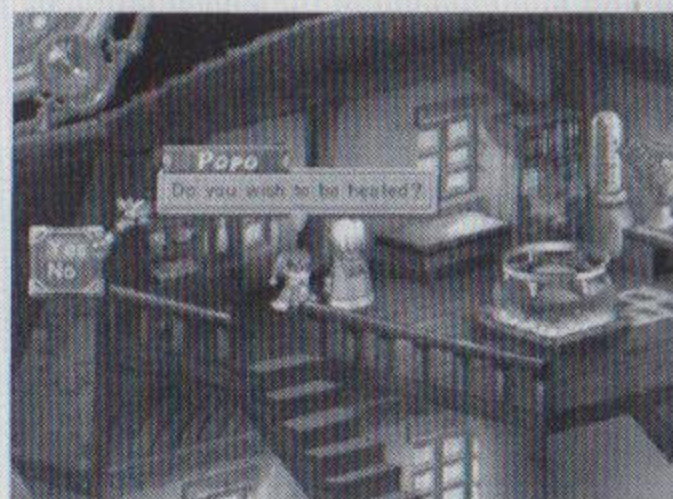
9

Base

Your main base is located in the city of Kavoc. Here you can save/load your game or rest to heal your characters.

Heal

Talk to Popo to heal your characters.



Weapon Synthesis

Stand in front of the anvil and press the X button.

(Please refer to "About Weapon Synthesis," pg11)

Mana Synthesis

Stand in front of the pot and press the X button.

(Please refer to "About Mana Synthesis," pg11)

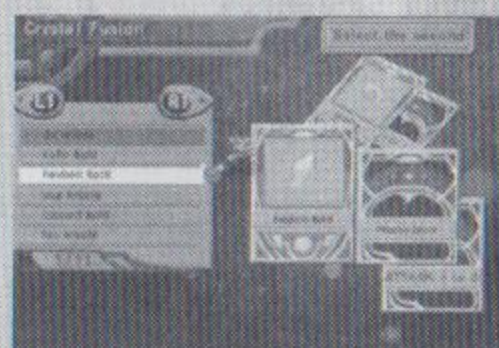
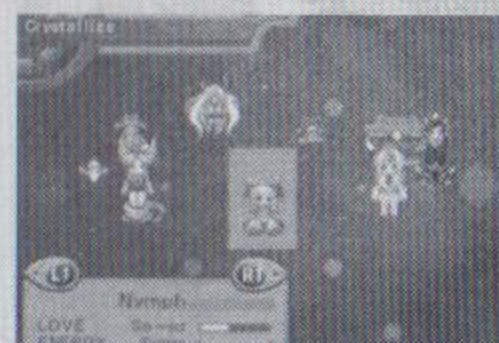


Synthesis

About Weapon Synthesis

Weapon Synthesis uses Mana energy to enhance your weapons.

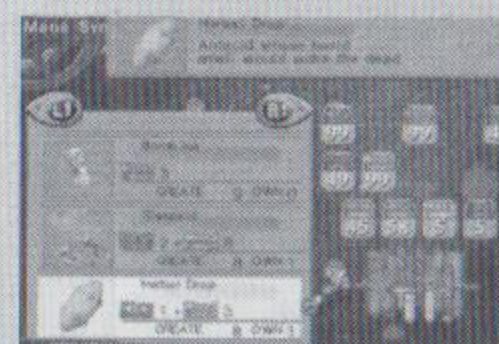
- First, you need to synthesize a Mana Stone to create a Mana Crystal. The end result is determined by the Mana you synthesize with.
- You can also fuse Mana Crystals together. This lets you combine up to three different effects in one crystal.
- There's no point in creating a Mana Crystal if you don't have a weapon you can fit it into, though. Some weapons can't be customized, so be careful!



About Mana Synthesis

Mana Synthesis uses Mana power to create alchemic items.

Step 1: Select the item you wish to create.



Step 2: Elements required to make the item are displayed. Select the Mana you wish to use to create the item. Some Mana spirits are more efficient than others when creating certain items. Select the most suitable one to synthesize your items.



Step 3: Synthesizing...



Step 4: Success! If you are lucky you might get an extra item. Mana synthesis will affect your Mana spirit's energy and friendship level. Don't abuse your Mana or they will haunt you.



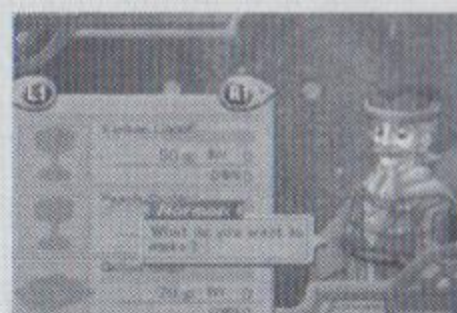


About Shop Synthesis

Shop Synthesis is when the shop owner synthesizes an item for you.

You will provide the ingredient items to the shop owners for them to create new items. Each item they create will get a review, which will determine the popularity of the shop by the store customers.

Step 1: Choose an item that you would like to create from the menu.



Step 2: Pick the materials and ingredients for the synthesis. You may create various kinds of items by choosing different materials and ingredients.



Step 3: Decide how many items you would like to synthesize.



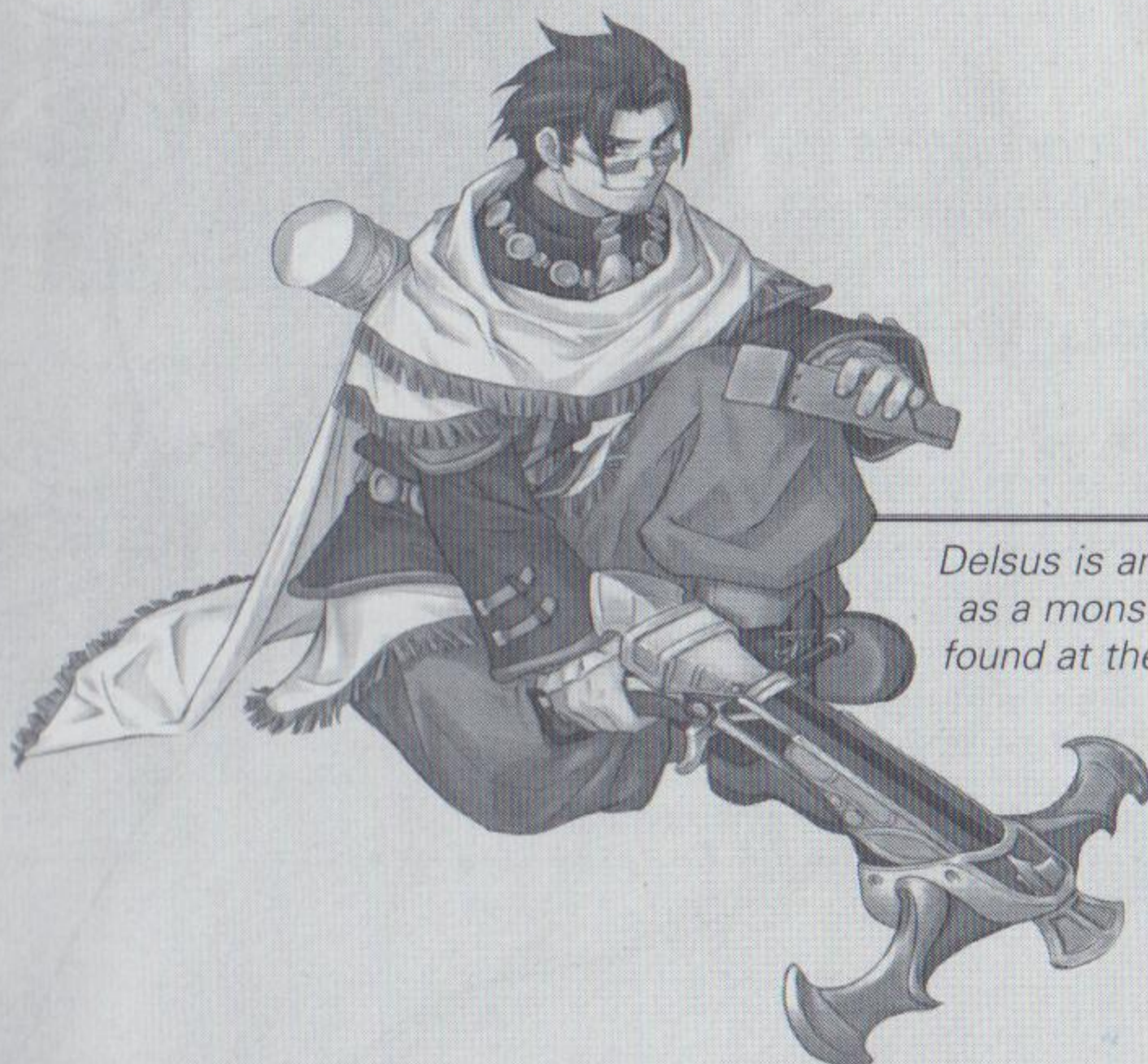
Step 4: Start Synthesizing!



Step 5: Items you create are evaluated.



Step 6: Choose whether or not you wish to add the item you created to the store's list.



Delsus

Delsus is an expert archer working as a monster hunter. He can be found at the local bar, enjoying his booze.



Mana status

In the status screen, press the L/R button to toggle between characters.



Energy Meter

The energy meter for Mana. The more you use them, the more energy they lose.

Love Indicator

Indicates how well your relationship is with your Mana. A better relationship will result in a higher success rate for synthesis.

Metamorphosis

By giving Mana spirits Aroma Material, they will transform to a more powerful Mana spirit.

Equip Mana

You can equip Mana spirits to your characters. Characters equipped with Mana spirits will receive bonus stats.

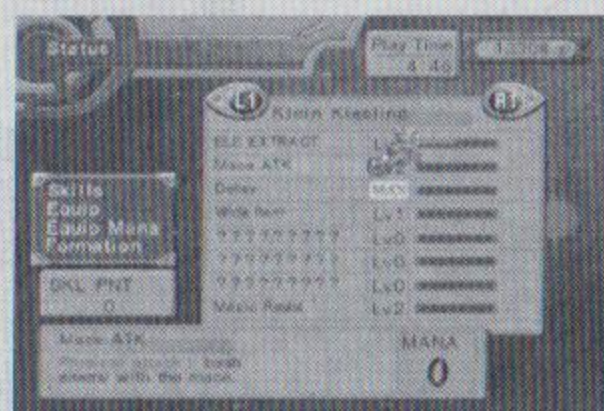
Gift

Raise your Mana's Energy Meter and Love Indicator by giving them gifts.

12

Status

In the status screen, press the L/R button to toggle between characters.



Character Status Window

LIFE:	A character will be killed if his/her LIFE reaches 0. Life can be recovered with items or at the base camp.
MANA:	Needed to use special techniques. Mana can be recovered by Element Extraction or at the base camp.
Lv:	Level
NEXT:	Experience needed to level up
TOTAL:	Total number of experience points
ATK:	Attack power



MAGIC:	Magic power
DEF:	Defense power
SPD:	Speed. Affects attack order
F RES:	Resistance to fire attacks
I RES:	Resistance to ice attacks
L RES:	Resistance to lightning attacks
D RES:	Resistance to dark attacks

Skill Window

Strengthen your character's skill moves by adding bonus points.

Equipment

This command allows you to change a character's equipment.

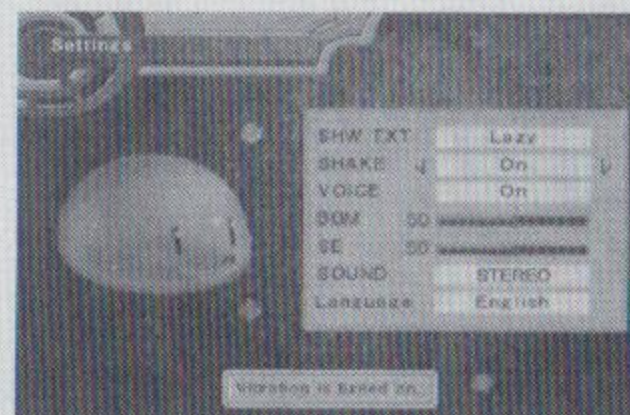
Formation

This command allows you to change your character's battle formation. Battle formation is set within a 3x3 grid box. Select the character and location you wish to place him/her to create your tactical formation.

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Setting

Select to change the game options. Please refer to "**Options**" in page 4.



Battle view

All battles are carried out in the battle view and are turn-based. The player and the computer take turns to command their units.



Battle Commands

Battle enemies by giving orders to your characters from the battle command menu.

Attack

When this command is selected, the character will attack with his/her weapon.



Skill

When this command is selected, a list of the character's special skills will be displayed. Select and execute the special skill you wish to use.





Winning condition

Item

Items in the party's inventory can be used by selecting this command.



Change

Exchange your character in battle with characters waiting to fight.



Defend

Select "Defend" to temporarily increase your character's defense status.



Run

Select "Run" to escape from battles.



Mana Item

Select to use Klein's Mana items. This command is only available to Klein.



Mana Synthesis

When this command is selected, Klein can synthesize Mana items on the spot during the battle.



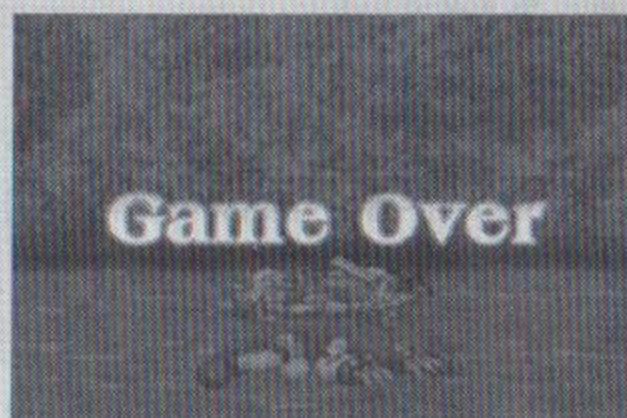
Winning condition

14

Defeat all your enemies in battle. By defeating enemies your characters can level up. When a character's level goes up, his/her stats will increase. Characters who are incapacitated during battle will receive a penalty on earned experience points.

Game over

If all of your characters are killed during battle, the game is over.



Popo

Klein's long time Mana sidekick.

Game over



Battle system

Atelier Iris incorporates a unique battle system called the "Cost Turn Battle System". The "Cost Turn Battle System" is categorized into two major groups, the "Turn" and "Action". Battle move speed and effects are determined by the combination of "Turn" and "Action" type of the move.

Attack Type

Turn Types	
Half Turn	You can move twice in one turn
One Turn	You can move once in one turn
Two Turn	You can move once in two turns

Action Types	
Single	Immediately take one action per move
Double	Two actions in a single move
Another	Effect of the move is delayed

For instance Lita's Claw Attack is a "Half Turn Single" move, meaning she is able to attack twice with her Claw Attack in a single turn. Half Turn (Move x2) + Single Action (Action x1 per move) = Action x2 for Lita's turn.

Example of a Two Turn Single Attack:

You can select and immediately begin chanting for Norn's "Turn 2 Candy" move. However, unlike Lita's Claw Attack, Norn cannot unleash her move within the same turn.

Action Cancel

If you're attacked during a Double Type skill before completing the move, the skill may be cancelled. When an enemy hits you hard enough while you are preparing to use a Double Type skill, the enemy can score a "Skill Break" and you have to start over again.



Skill

Skill

Here are some examples of battle moves.



Klein

Element Extraction

Turns enemies into elements when you finish them off.

Delay

Delays the effect of Mana Item.

Mace ATK

One powerful blow to the head.



Lita

Claw ATK

A quick slash with the claw.

Force Blast

A powerful energy blast.

Hyper Knock-back

One powerful jump kick with a knock-back effect.



Norn

Magical Staff

Norn's basic attack move.

Telekinesis

Lifts enemies into the air and slams them down.

Turn 2 Candy

Turns enemies into candy.



Delsus

Cross Bow

Basic attack move, shoots arrows.

First Shot

A quick shot at the enemy.

Dark Arrow

Shot which causes ailments at random.

16

Ailments

You may get these ailments during the battle by special moves or items.



PSN: Poison

Lose LIFE every turn.



SLP: Sleep

Sleep, cannot perform any action (wake up when attacked).



PAR: Paralysis

Your attack strength will go down.



CRM: Charm

Cannot perform any action (Characters with healing skills will heal your enemies).



CRS: Curse

You cannot be healed.



Down

Cannot perform any action until the next turn.



Incapacitated

Death. Cannot fight or move.

Ailments

You will recover from these ailments naturally after several turns. However, you may use some items to recover from these ailments.



Försiktighetsåtgärder

Den här skivan innehåller programvara för datorunderhållningssystemet PlayStation®2. Använd inte skivan i något annat system eftersom det då kan skadas. Den här skivan uppfyller endast PlayStation®2-specifikationerna för PAL-marknaden. Den kan inte användas på andra specifikationsversioner av PlayStation®2. Läs instruktionshandboken till PlayStation®2 noggrant för korrekt användning. När du sätter in skivan i PlayStation®2 ska du alltid se till att placera den med rätt uppspelningssida nedåt. Vidrör inte skivans yta när du hanterar den. Håll den i kanterna. Håll skivan ren och undvik att repa den. Om ytan är smutsig kan du försiktigt torka ren den med en torr mjuk trasa. Lämna inte skivan nära värmekällor eller i direkt solljus eller överdriven fuktighet. Använd inte oregelbundet formade skivor, spruckna eller skeva skivor eller skivor som har reparerats med klister, eftersom det kan leda till tekniskt fel.

Hälsovarning

• Se till att du tar en paus på ungefär 15 minuter under varje timme som du spelar. • Undvik att spela när du är trött eller har sovit för lite. • Spela alltid i ett väl upplyst rum, och sitt så långt från skärmen som sladden tillåter. • Vissa människor erfar epileptiska kramper när de utsätts för blinkande ljus eller mönster i den dagliga miljön. • De människorna kan erfar kramper när de ser på TV eller spelar videospel. Även människor som aldrig haft kramper kan ändå ha en oupptäckt epileptisk åkomma. Konsultera läkare innan du spelar videospel om du har en epileptisk åkomma eller omedelbart om du upplever något av följande symptom när du spelar: yrsel, synförvrängningar muskelryckningar, andra ofrivilliga rörelser, minskad medvetenhet om omgivningen, mental förvirring eller konvulsioner.

Piratkopiering

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Se sista sidan i denna manual för hur man kontaktar Kundtjänst
(Customer Service **Numbers**).

Vad är PEGI-åldersgränssystemet?

Pan European Games Information (PEGI) är åldersgränssystemet som gäller för tv-spel i Europa (förutom där andra åldersgränssystem gäller enligt lag). PEGI består av två olika element som kompletterar varandra. Det första är en åldersgräns:-



Det andra är ikoner som beskriver spelets innehåll. Beroende på typen av spel kan det finnas ett antal sådana ikoner. Åldersgränsen för ett spel sätts i enlighet med styrkan på spelinnehållet. Följande ikoner finns:-



VÅLD



SVORDOMAR



SKRÄCK



EROTISKT INNEHÅLL



DROGER



DISKRIMINERING

PEGI tillåter föräldrar och andra som köper spel till barn att välja spel som är lämpliga för barn i den ålderskategorin. Mer information finns på adressen <http://www.pegi.info>

SLES-53764

1 spelare • Memory Card (minneskort) (8MB) (till PlayStation®2): minst 350KB • Kompatibelt med analog kontroll: endast analoga styrspakar

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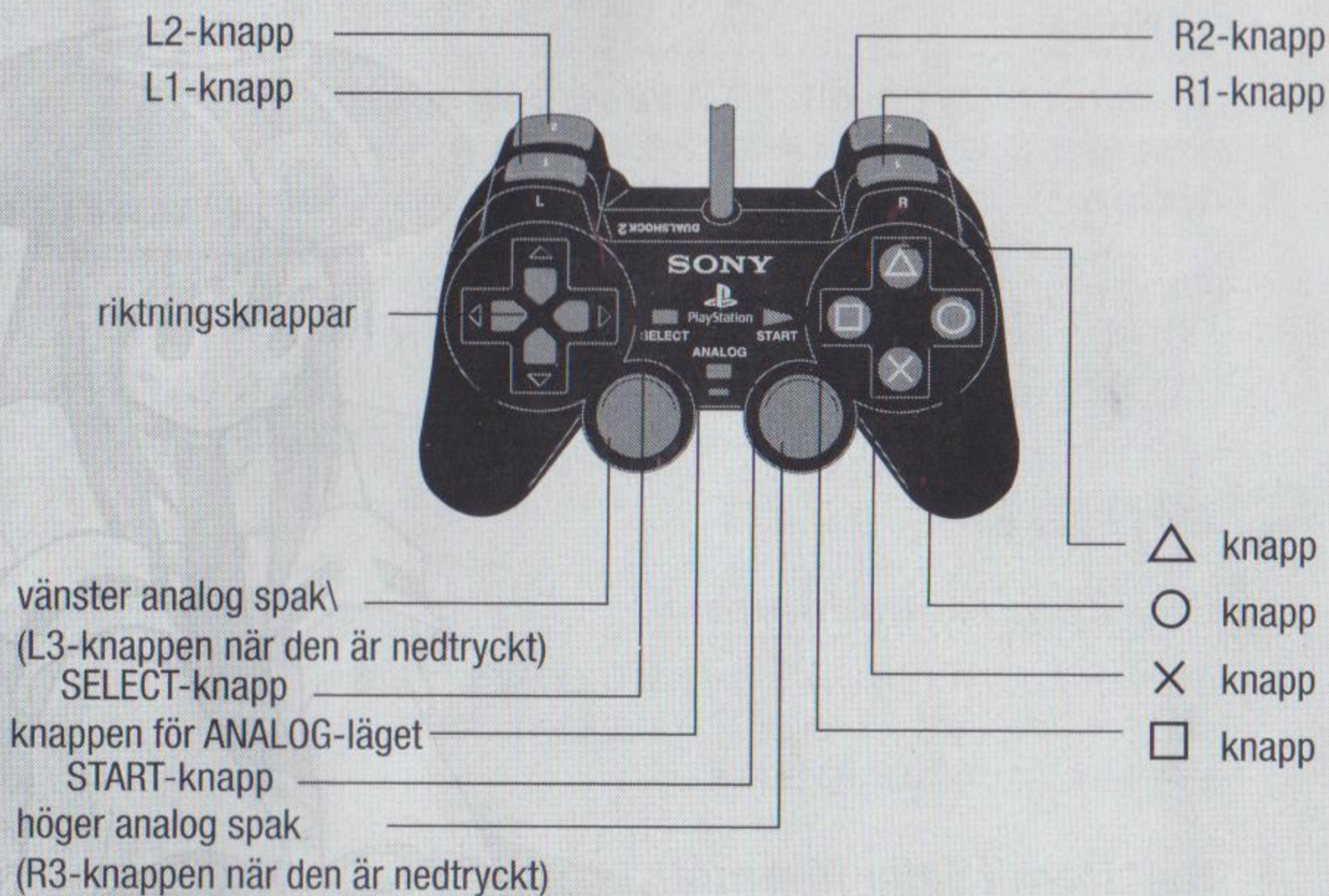
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Starta

Starta

Analog Handkontroll (DUALSHOCK®2)



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	Fältkarta	Världskarta
Riktningsknappar & vänster analog spak	Flytta figur	Flytta figur
× knappen	Prata, leta	Bekräfta
△ knappen	Öppna huvudmenyn	Öppna huvudmenyn
□ knappen	Action	Action
○ knappen	Hoppa	E/T
L1 knappen	Rotera actionsnurren (moturs)	Rotera actionsnurren (moturs)
R1 knappen	Rotera actionsnurren (medurs)	Rotera actionsnurren (medurs)

Stridsplatsen	
Riktningsknappar & vänster analog spak	Flytta markören
× knappen	Bekräfta
△ knappen	E/T
□ knappen	E/T
○ knappen	Avbryt

Kommandomenyn	
Riktningsknappar & vänster analog spak	Flytta markören
× knappen	Bekräfta
△ knappen	E/T
□ knappen	E/T
○ knappen	Avbryt
L1 knappen	Nästa sida
R1 knappen	Föregående sida

*Vibrationsfunktionen kan inte användas i detta spel.



Städer och fängelsehålor

Prata/Leta

Prata med människor eller leta efter ett föremål genom att närma dig målet och trycka på X-knappen.



Springa

Du kan springa genom att flytta vänster analog spak eller trycka på riktningsknappen.



Action

Genom att trycka på □-knappen får du Klein att utföra olika actionhandlingar. Om du vill använda en annan actionhandling trycker du på L1- eller R1-knappen för att rotera actionsnuran överst till vänster på skärmen.

Shopen

Buy item (Köpa föremål)

Markera det föremål du vill köpa och bekräfta affären. Tryck på L1- eller R1-knappen om du vill byta listan över föremål.



Sell item (Sälja föremål)

Markera det föremål du vill sälja och bekräfta affären.

Synthesize (Skapa)

I shopen kan du syntetisera (skapa) föremål och lägga till dem på shopmenyn.

Store Review (Granska lager)

Du kan kontrollera butikens rykte genom att välja denna meny. Butikens rykte är beroende av kvaliteten på de föremål du skapar.

(Fantastiska saker kan inträffa om du förbättrar butikens rykte.)

Basen och lägret

Heal (Hela)

Prata med Popo för att hela dina figurer.



Mana Synthesis (Skapa Mana)

Ställ dig framför krukan och tryck på X-knappen.

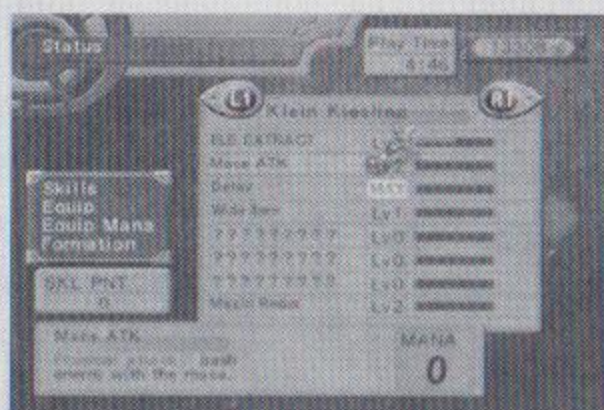
Weapon Synthesis (Vapensyntes)

Ställ dig framför städet och tryck på X-knappen (endast i basen).



Status

Tryck på Δ -knappen för att öppna Main Menu (huvudmenyn), välj Status och tryck på L1- eller R1-knappen för att växla mellan figurerna.

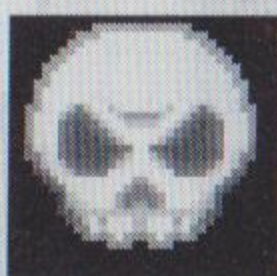


LIFE (LIV):	En figur dör om hans/hennes LIV-mätare når 0. Du kan återfå liv med hjälp av föremål eller genom att prata med Popo.
MANA:	Behövs för att du ska kunna utföra specialmanövrar. Du kan återställa Mana med elementextraktion eller vid baslägret.
LV:	Nivå
NEXT (NÄSTA):	Erfarenhet som krävs för att gå upp en nivå
TOTAL (TOTALT):	Totalt antal erfarenhetspoäng
ATK:	Attackstyrka
MAGIC (MAGI):	Magisk kraft
DEF:	Försvarsstyrka
SPD:	Hastighet. Påverkar attackordningen
F RES:	Motståndskraft mot skjutattacker
I RES:	Motståndskraft mot isattacker
L RES:	Motståndskraft mot blixattacker
D RES:	Motståndskraft mot mörkerattacker

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Skador

Specialmanövrar eller föremål kan leda till att du drabbas av dessa skador under striden.



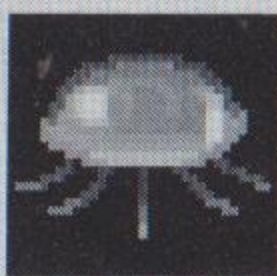
PSN: Gift

Förlora LIFE (LIV) varje gång.



SLP: Sömn

Sömn, det går inte att handla (du vaknar när du attackeras).



PAR: Paralyserad

Din attackstyrka försämras.



CRM: Förtrollning

Du kan inte utföra någon handling (figurer med helarkraft helar dina fiender).



CRS: Förbannelse

Du kan inte helas.



Down (Ned)

Du kan inte utföra någon handling under flera rundor.



Incapacitated (Handlingsförlamad)

Död. Du kan varken slåss eller röra dig.

Du återställs automatiskt från dessa skador efter några rundor. Men du kan också använda en del föremål för att återställa dig.

Varoitus

Tämä levy sisältää pelin PlayStation®2 -tietokonepelijärjestelmään. Älä käytä tätä levyä missään muussa järjestelmässä, koska se voi vahingoittua. Tämä levy soveltuu vain PlayStation®2:n PAL-järjestelmää käyttäville markkinoille, eikä sitä voi käyttää muissa PlayStation®2 -versioissa. Lue PlayStation®2 -järjestelmän käyttöohje huolellisesti ennen käyttöönottoa. Kun laitat levyn PlayStation®2 -konsoliin, aseta se aina tekstipuoli ylöspäin. Älä kosketa levyn pintaa, vaan pidä levyn reunoista kiinni. Pidä levy puhtaana äläkä naarmuta sitä. Jos pinta likaantuu, pyyhi se varovasti pehmeällä kuivalla kankaalla. Älä jätä levyä lähelle lämmönlähteitä, suoraan auringonvaloon tai kovin kosteaan tilaan. Älä käytä epäsäännöllisen muotoista, murtunutta, taipunutta tai liimalla korjattua levyä, koska ne saattavat aiheuttaa käyttöhäiriöitä.

Terveydellisiä näkökohtia

• Jos olet pelannut videopeliä yhtäjaksoisesti tunnin ajan, pidä 15 minuutin tauko ennen pelaamisen jatkamista. • Älä pelaa videopelejä, kun olet väsynyt tai et ole nukkunut tarpeeksi. • Huolehti pelatessasi siitä, että huone on valaistu hyvin ja että istut niin kaukana kuvaruudusta kuin virtajohto sallii. • Jotkut ihmiset kokevat epileptisiä kohtauksia katsellessaan vilkkuvia valoja tai kuvioita jokapäiväisessä ympäristössä. Nämä henkilöt voivat saada kohtauksia katsellessaan TV-kuvaa tai pelatessaan videopelejä. Sellaisillakin pelaajilla, jotka eivät ole koskaan aikaisemmin saaneet kohtauksia, voi olla kaikesta huolimatta piilevä epilepsia. Käänny lääkärin puoleen ennen videopelien pelaamista, jos olet epileptinen. Ota heti yhteys lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakko liikkeitä, epätietoisuutta ympäristöstäsi ja/tai kouristuksia.

LUVATON KOPIOINTI

Tämän tuotteen jokaisen peliosan tai koko tuotteen luvaton jäljentäminen sekä rekisteröityjen tavaramerkkien luvaton käyttöä pidetään melko varmasti rikoksena. LUVATON KOPIOINTI vahingoittaa sekä kuluttajia että laillisia suunnittelijoita, julkaisijoita ja vähittäiskauppiaita. Jos epäilet, että tämä pelituote on luvaton kopio tai jos sinulla on muita luvattomasti kopioituja tuotteita koskevia tietoja, soita paikalliseen asiakaspalvelunumeroon, joka on annettu tämän käyttöohjeen takasivulla.

Katso asiakaspalvelunumerot (Customer Service **Numbers**) tämän ohjekirjan takasivulta.

Mikä on PEGI-ikäluokitusjärjestelmä?

Pan European Games Information (PEGI) on Euroopassa käytettävä videopelien ikäluokitusjärjestelmä. (Sitä ei käytetä maissa, joissa on lain nojalla noudatettava muita järjestelmiä.) PEGI sisältää kaksi erillistä, toisiaan täydentävää elementtiä. Ensimmäinen on ikäluokitus:



Toisen muodostavat pelin sisältöä kuvaavat symbolit. Yhteen peliin voi liittyä useita symboleita. Pelin ikäluokitus määräytyy sisällön mukaan. Symbolit:



VÄKIVALTA



KIROILU



KAUHU



SEKSI



HUUMEET



SYRJINTÄ

PEGI-järjestelmän ansiosta vanhemmat ja muut lapsille pelejä ostavat voivat valita pelaajan ikäluokalle sopivia tuotteita. Lisätietoja on osoitteessa <http://www.pegi.info>

SLES-53764

1 pelaajaa • Memory Card (Muistikortti) (8MB) (PlayStation®2): minimi 350KB • Yhteensopiva Analogisen Ohjaimen kanssa: vain analogiset sauvat

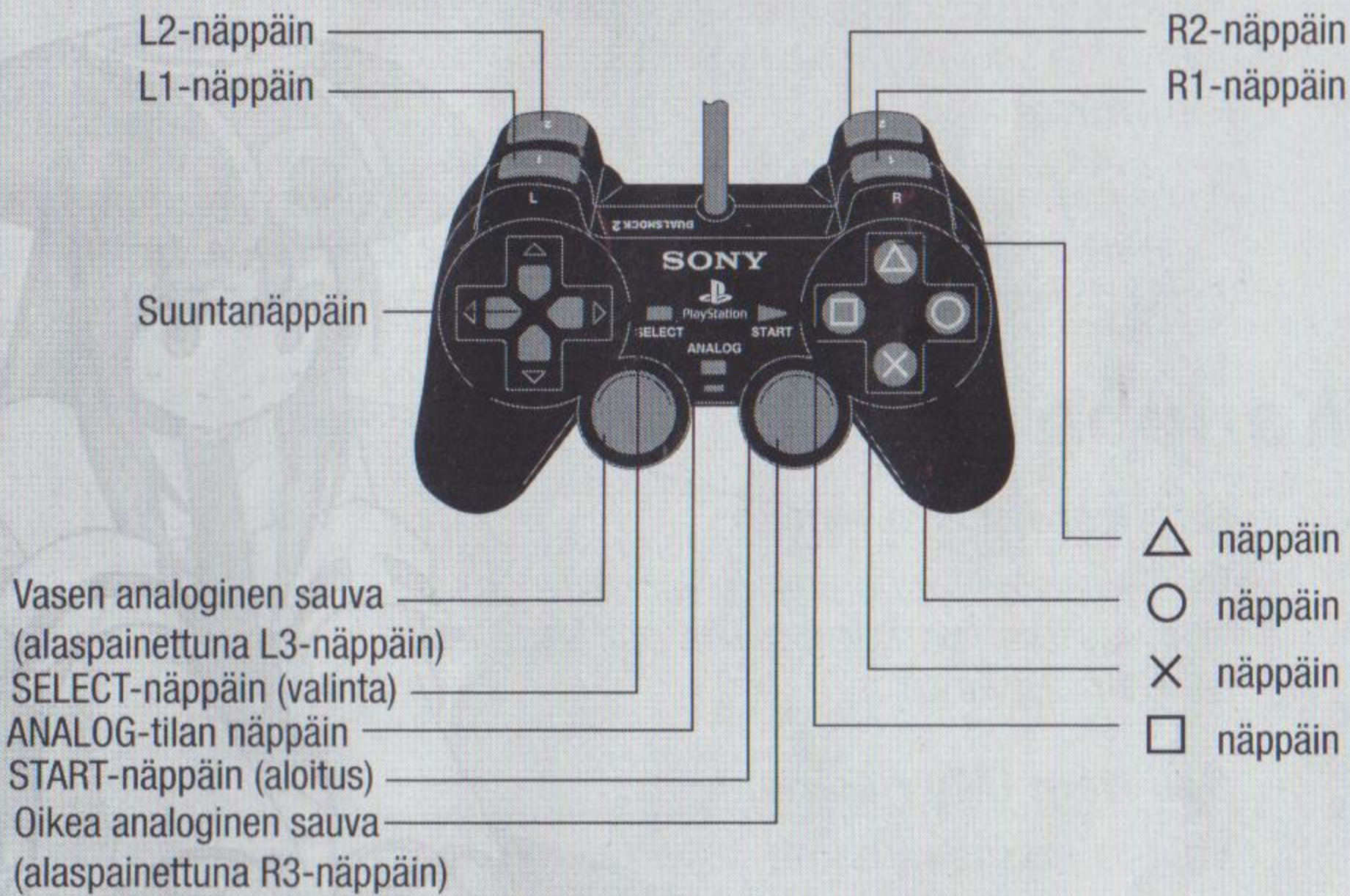
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Pelin käynnistäminen

Analoginen Ohjain (DUALSHOCK®2)



Pelin käynnistäminen

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	Aluekartta	Suurkartta
Suuntanäppäin ja vasen analoginen sauva	Liikuta hahmoa	Liikuta hahmoa
× näppäin	Puhu, etsi	Vahvista
Δ näppäin	Avaa päävalikko	Avaa päävalikko
□ näppäin	Toiminto	Toiminto
○ näppäin	Hyppää	Ei käytössä
L1 näppäin	Kieritä toimintokiekkoa (vastapäivään)	Kieritä toimintokiekkoa (vastapäivään)
R1 näppäin	Kieritä toimintokiekkoa (myötäpäivään)	Kieritä toimintokiekkoa (myötäpäivään)

Taistelunäkymä	
Suuntanäppäin ja vasen analoginen sauva	Liikuta kohdistinta
× näppäin	Vahvista
Δ näppäin	Ei käytössä
□ näppäin	Ei käytössä
○ näppäin	Peruuta

Valikkonäkymä	
Suuntanäppäin ja vasen analoginen sauva	Liikuta kohdistinta
× näppäin	Vahvista
Δ näppäin	Ei käytössä
□ näppäin	Ei käytössä
○ näppäin	Peruuta
L1 näppäin	Seuraava sivu
R1 näppäin	Edellinen sivu

*Peli ei tue värähtelytoimintoa.



Kaupungit ja luolat

Puhu, etsi

Lähesty keskustelukumppania tai tutkittavaa kohdetta ja paina sitten X-näppäintä.

Syöksy

Voit singahtaa juoksuun liikuttamalla vasenta analogista sauvaa tai painamalla suuntanäppäintä.

Toiminnot

Paina □-näppäintä, niin voit suorittaa erilaisia liikkeitä. Jos haluat vaihtaa suoritettavaa toimintoa, kieritä ruudun vasemmassa yläkulmassa olevaa toimintokiekkoa painamalla L1- tai R1-näppäintä.



Kauppa

Buy item (Osta esine)

Valitse ostettava esine ja vahvista valinta. Voit vaihtaa luettelon sivua painamalla L1- tai R1-näppäintä.

Sell item (Myy esine)

Valitse myytävä esine ja vahvista valinta.



Synthesize (Valmista esine)

Kaupassa ollessasi voit valmistaa uusia esineitä. Siten kaupan valikoima laajenee entisestään.

Store Review (Kaupan suosio)

Jos haluat tarkistaa kaupan suosion, siirry tähän valikkoon. Kaupan suosio vaihtelee valmistamiesi esineiden laadun mukaan.

Jos onnistut lisäämään kaupan suosiota, tiedossa voi olla miellyttäviä yllätyksiä.

Tukikohdat ja leirit

Parantuminen

Kun hahmosi kaipaa parantajaa, hakeudu Popon juttusille.

Mana Synthesis (Valmista taikaesine)

Seiso padan edessä ja paina X-näppäintä.



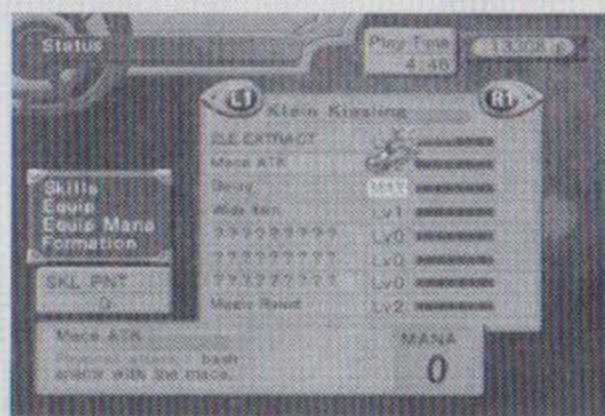
Weapon Synthesis (Valmista ase)

Seiso alasimen edessä ja paina X-näppäintä (vain tukikohdassa).



Status (Tila)

Avaa Main Menu (päävalikko) painamalla Δ-näppäintä. Valitse Status ja sitten haluamasi hahmo. Voit selata hahmoja painamalla L1- tai R1-näppäintä.



Character Status Window

LIFE:	Life mittaa hahmon kuntoa. Hahmo kuolee, mikäli hänen kuntosensa putoaa nollaan. Kunto palautuu tiettyjä esineitä käyttämällä ja Popolle juttelemalla.
MANA:	Tarvitset Mana-pisteitä tiettyjen erityistaitojen käyttämiseen. Mana-voimat palautuvat elementtejä erottelemalla sekä tukikohdassa lepäämällä.
LV:	Taso
NEXT:	Tästä näet seuraavalle tasolle tarvittavien kokemuspisteiden määrän.
TOTAL:	Tästä näet kokemuspisteiden kokonaismäärän.
ATK:	Tästä näet hahmojesi hyökkäysvoiman.
MAGIC:	Tämä ilmaisee hahmojesi taikavoimien määrän.
DEF:	Tämä ilmaisee hahmojesi puolustusvoiman.
SPD:	Tämä ilmaisee hahmojesi nopeuden. Nopeus vaikuttaa hahmojesi hyökkäysjärjestykseen.
F RES:	Luku ilmaisee hahmojesi tulensietokyvyn.
I RES:	Luku ilmaisee hahmojesi jäänsietokyvyn.
L RES:	Luku ilmaisee hahmojesi salamansietokyvyn.
D RES:	Luku ilmaisee hahmojesi pimeydensietokyvyn.

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Erikoisvammat

Tietyt erikoisliikkeet ja esineet saattavat aiheuttaa seuraavia erikoisvammoja:



PSN: Poison (Myrkky)

Myrkyn vaikutuksesta hahmot menettävät LIFE (KUNTOA) jokaisella kierroksella.



SLP: Sleep (Uni)

Hahmot vaipuvat uneen ja eivät voi suorittaa mitään toimintoja. Jos heidän kimppuunsa hyökätään, he kuitenkin heräävät horroksestaan.



PAR: Paralysis (Halvaantuminen)

Hahmojen hyökkäysvoima putoaa merkittävästi.



CRM: Charm (Lumous)

Hahmot eivät voi suorittaa mitään toimia. Parannustaidoilla varustetut hahmot parantavat vihollisten vammoja.



CRS: Curse (Kirus)

Hahmoa ei voi parantaa.



Down (Pyörtyminen)

Hahmo pyörtyy ja ei voi suorittaa mitään toimia seuraavien kierrosten aikana.



Incapacitated (Kooma)

Hahmo on kuin kuollut. Hän ei voi taistella eikä liikkua.

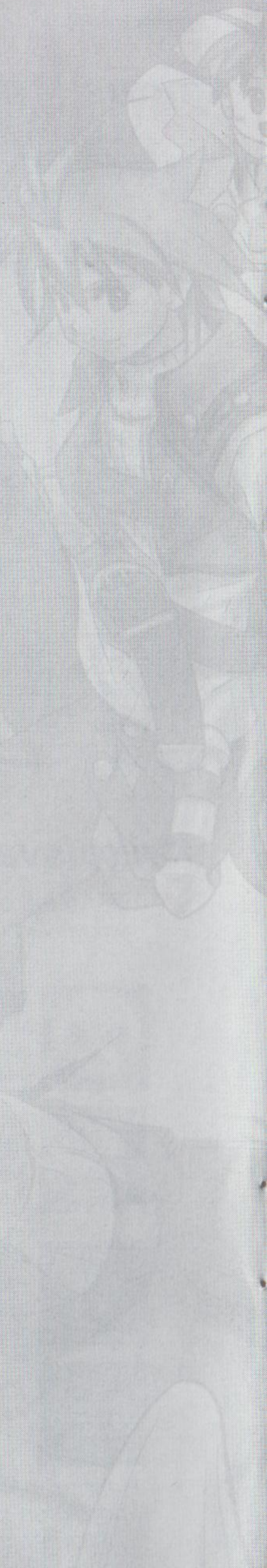
Hahmot paranevat erikoisvammoistaan muutaman kierroksen kuluessa. Voit myös nopeuttaa paranemista joillakin erikoisesineillä.



Notes

Atelier Iris - Eternal Mana

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2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Ltd. by calling the Customer Service Department at +44 (0) 1462 476130, between the hours of 9 a.m. to 5:00 p.m., Monday through Friday.
5. If the Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorisation number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc,

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KOEI Limited
Suite 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom

Please allow 28 days from dispatch for the return of your Game Disc. This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Customer Services Numbers

- Australia ————— 1300 365 911 —————

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- Österreich ————— 0820 500 535 —————

0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- Belgique/België/Belgien ————— 011 516 406 —————

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- Danmark ————— 33 26 68 00 —————

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

- Suomi ————— 0600-411911 —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- France ————— 0820 31 32 33 —————

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- Deutschland ————— 01805 766 977 —————

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- Ελλάδα ————— (00 301) 677 7701 —————

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- Ireland ————— 0818 365065 —————

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- Israel ————— 09 971170 —————

Please call these Customer Service Numbers only for hardware support of PlayStation products.

- Italia ————— 848 82 83 84 —————

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- Malta ————— 21 344700 —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- Nederland ————— 0495 574 817 —————

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- New Zealand ————— 09 415 2447 —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- Norge ————— 820 75 050 —————

Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

- Portugal ————— 707 23 23 10 —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

- España ————— 902 102 102 —————

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

- Sverige ————— 08 587 822 40 —————

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

- Suisse/Schweiz/Svizzera ————— 0848 84 00 85 —————

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- UK ————— 08705 99 88 77 —————

National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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SLES-53764



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